

These are the keyboard controls.

ESC = Exit
0 (KP) = Edit mode
1 = First view
2 = Second view
3 = Over look
- = Zoom out
+ = Zoom in
P = Pause game
Y = Information bars
T = Task list
R = Reinforcements
E = Make a rock monster appear
A = Dynamite
S = Sound effects on/off
F = Deletes man
J = Electric fence
L = Next level
@ = Angle view up
/ = Angle view down
> = Angle view right
< = Angle view left
M = Music on/off
S_Bar = Bubbles on/off

Edit mode

[= Rotate object left
] = Rotate object right
Shift = Object list

(In first or second view the arrow keys move the men or vehicles).